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CSCI 413-A

3/14/17

Report questions

* What language did your team use?

GML(game maker language)

* What unit testing framework did your team use?

Custom

* What IDE's and what development OS's did your team use?

GameMaker and windows 10

* What you and your team learned from this experience so far.

I have learned on how to organize myself by using the Gantt project. It was able to give everyone a part of the project and when they should do their job.

* How do you feel this will help you out in the industry?

I feel that having to work with 6 members on a team will help in the industry with having to communicate with everyone and making sure everyone knows how far the project is along and what their roles are is difficult to keep track of. To be able to do this correctly will be a good asset in the industry.

* Did this assignment help link the course material to real world application?

Yes, since the materials were being added with different changes is very common in real world applications.

* What was the hardest and what was the easiest part of this?

The easiest part was the breakdown of the assignment using Gantt. The hardest part was keeping in touch with other members and seeing what each person did.

* What types of maze randomizer algorithms did your team implement?
* What type of shortest path algorithm did your team implement for the enemy?
* Analysis of each of the 8 good practice guidelines for dependable programming
  + How you accomplished each of the applicable guidelines for the project
    - Go into detail on what aspects you considered and what implementation changes you made to ensure all 8 where followed

If any are not applicable (such as the external timeout), state that they aren't applicable and state why.

1. Each object in the system is inside its own class.
2. Each appropriate input was checked to ensure that they had the expected outcome. Incorrect inputs were entered and shown that they failed as expected
3. Every exceptions has a handler
4. I don’t believe there are any error-prone constructs
5. I know that if you complete the level or fail to finish the maze 3 times, the maze and everything in it will reset.
6. I don’t see any arrays were used.
7. No external components were called
8. All values were named according to what they referred to.